ToDo App

Objective: To develop a ToDo app that will be able to accept a ToDo, add it to a list of ToDos, be able to move the ToDo up and down the list based on priority, and then delete the ToDo.

Functionality: When the users submits a ToDo, the input processes the ToDo by checking if the entry is empty of contains a ToDo. This can be done if the user clicks the Submit button or presses enter on the keyboard. If empty, then alert the user that they must not leave the ToDo empty. If the entry is not empty then the ToDo should be added to the list of ToDos.

Class SelectEntry

* Assign the entry query selector to entryForm.
  + This will allow for a keypress event to be handled that will later transfer the value of the field to a ToDo
* Assign the submit queryselector to submitForm
  + This will allow for a click event to be handled that will later transfer the value of the field to a new ToDo

Class ToDoEntry

* Collects the value of the entry value field as ‘entry’
  + This will allow the text of the new ToDo to be displayed as this entry
* Assigns the container value as a div container that is created which will hold the entire ToDo object and allow for the movement of ToDos by priority
* Assigns the divText object which is a div that is created inside the container which holds the text value. This should be able to change based on the up or down button